Arid Mesa

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Colossus Hammer (1)

Artifact -- Equipment

Equipped creature gets +10/+10 and loses flying.
Equip {8} ({8}: Attach to target creature you control. Equip only as a sorcery.)

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Playtest cards - Wengbutz - Modern (Modern League) sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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Cryptic Coat {2}{U}

Artifact -- Equipment

When this Equipment enters, cloak the top card of your library, then attach this Equipment to it. (To cloak a card, put it onto the battlefield face down as a 2/2 creature with ward {2}. Turn it face up any time for its mana cost if it's a creature card.)
Equipped creature gets +1/+0 and can't be blocked.
{1}{U}: Return this Equipment to its owner's hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Esper Sentinel {W}

Artifact Creature -- Human Soldier

Whenever an opponent casts their first noncreature spell each turn, draw a card unless that player pays {X}, where X is this creature's power.

1/1

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Forge Anew {2}{W}

Enchantment

When this enchantment enters, return target Equipment card from your graveyard to the battlefield.
During your turn, you may activate equip abilities any time you could cast an instant.
You may pay {0} rather than pay the equip cost of the first equip ability you activate during each of your turns.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hallowed Fountain

Land -- Plains Island

({T}: Add {W} or {U}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

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({T}: Add {W} or {U}.)
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Inkmoth Nexus

Land

{T}: Add {C}.
{1}: This land becomes a 1/1 Phyrexian Blinkmoth artifact creature with flying and infect until end of turn. It's still a land. (It deals damage to creatures in the form of -1/-1 counters and to players in the form of poison counters.)

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Kaldra Compleat (7)

Legendary Artifact -- Equipment

Living weapon
Indestructible
Equipped creature gets +5/+5 and has first strike, trample, indestructible, haste, and "Whenever this creature deals combat damage to a creature, exile that creature."
Equip {7}

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Marsh Flats

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle.

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Ornithopter (0)

Artifact Creature -- Thopter

Flying

0/2

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Artifact Creature -- Thopter

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0/2

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Puresteel Paladin {W}{W}

Creature -- Human Knight

Whenever an Equipment you control enters, you may draw a card.
Metalcraft -- Equipment you control have equip {0} as long as you control three or more artifacts.

2/2

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Sanctifier en-Vec {W}{W}

Creature -- Human Cleric

Protection from black and from red
When this creature enters, exile all cards that are black or red from all graveyards.
If a black or red permanent, spell, or card not on the battlefield would be put into a graveyard, exile it instead.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Wengbutz - Modern (Modern League) sheet 4/10 - 8 cards - 2.5 x 3.5 in each

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Seachrome Coast

Land

This land enters tapped unless you control two or fewer other lands.
{T}: Add {W} or {U}.

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This land enters tapped unless you control two or fewer other lands.
{T}: Add {W} or {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shadowspear {1}

Legendary Artifact -- Equipment

Equipped creature gets +1/+1 and has trample and lifelink.
{1}: Permanents your opponents control lose hexproof and indestructible until end of turn.
Equip {2}

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sigarda's Aid {W}

Enchantment

You may cast Aura and Equipment spells as though they had flash.
Whenever an Equipment you control enters, you may attach it to target creature you control.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snow-Covered Plains

Basic Snow Land -- Plains

({T}: Add {W}.)

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Springleaf Drum {1}

Artifact

{T}, Tap an untapped creature you control: Add one mana of any color.

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Stoneforge Mystic {1}{W}

Creature -- Kor Artificer

When this creature enters, you may search your library for an Equipment card, reveal it, put it into your hand, then shuffle.
{1}{W}, {T}: You may put an Equipment card from your hand onto the battlefield.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Surge of Salvation {W}

Instant

You and permanents you control gain hexproof until end of turn. Prevent all damage that black and/or red sources would deal to creatures you control this turn.

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Urza's Saga

Enchantment Land -- Urza's Saga

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I -- This Saga gains "{T}: Add {C}."
II -- This Saga gains "{2}, {T}: Create a 0/0 colorless Construct artifact creature token with 'This token gets +1/+1 for each artifact you control.'"
III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle.

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Damping Sphere (2)

Artifact

If a land is tapped for two or more mana, it produces {C} instead of any other type and amount.
Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Failure (1)(U)

Instant

Return target spell to its owner's hand.

[sideboard]

- - - AFTERMATH HALF - - -

Comply (W)

Sorcery

Aftermath (Cast this spell only from your graveyard. Then exile it.)
Choose a card name. Until your next turn, your opponents can't cast spells with the chosen name.

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March of Otherworldly Light {X}{W}

Instant

As an additional cost to cast this spell, you may exile any number of white cards from your hand. This spell costs {2} less to cast for each card exiled this way.
Exile target artifact, creature, or enchantment with mana value X or less.

[sideboard]

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pithing Needle {1}

Artifact

As this artifact enters, choose a card name.
Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pithing Needle {1}

Artifact

As this artifact enters, choose a card name.
Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Prismatic Ending {X}{W}

Sorcery

Converge -- Exile target nonland permanent if its mana value is less than or equal to the number of colors of mana spent to cast this spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Soul-Guide Lantern {1}

Artifact

When this artifact enters, exile target card from a graveyard.
{T}, Sacrifice this artifact: Exile each opponent's graveyard.
{1}, {T}, Sacrifice this artifact: Draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spell Pierce {U}

Instant

Counter target noncreature spell unless its controller pays {2}.

[sideboard]

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Spell Pierce (U)

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Stone of Erech (1)

Legendary Artifact

If a creature an opponent controls would die, exile it instead.
{2}, {T}, Sacrifice Stone of Erech: Exile target player's graveyard. Draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Wengbutz - Modern (Modern League) sheet 10/10 - 3 cards - 2.5 x 3.5 in each

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